

APPENDIX: RANDOM SCENARIOS DELVE						
1						
Agent						
A disgruntled or incompetent member of a rival House						
Situation						
...occupy the territory, but claim to have no knowledge of the relic you seek...						
Complication						
...and have an especially strong leader						
2						
Agent						
Deserters from the Night's Watch						
Situation						
...have found the location first and are currently searching for the relic...						
Complication						
...and won't speak with outsiders						
3						
Agent						
Orphaned street urchins						
Situation						
...are known to have folk tales that could point to the location of the relic...						
Complication						

...and are in isolation due to disease					
4					
Agent					
A local militia					
Situation					
...discovered the relic already and took it to a place of protection...					
Complication					
...and are currently preparing for battle					
5					
Agent					
An armed group of heretics, or some other religious order					
Situation					
...are hosting a tourney, with the relic as a prize!					
Complication					
...and are about to melt it down for parts!					
6					
Agent					
Merchants from the Free Cities					
Situation					
...bar your path to the relic, demanding a toll...					
Complication					

...and are all deaf					
7					
Agent					
A den of sleeping giants					
Situation					
...wish to sell the relic to the highest bidder...					
Complication					
...and refuse to speak to men/women					
8					
Agent					
Wildling barbarians who have slipped past the Wall					
Situation					
...can't decipher the riddle protecting the relic...					
Complication					
...and are incredibly superstitious					
9					
Agent					
Envoys from the Iron Bank					
Situation					
...have notes with more information on the relic's location...					
Complication					

...and are currently in mourning					
10					
Agent					
An ambitious, traitorous vassal					
Situation					
...demands a marriage pact in exchange for the relic...					
Complication					
...and are absolutely smitten with you					
11					
Agent					
A sellsword group					
Situation					
...sold the relic in a time long forgotten...					
Complication					
...and may have lost the relic					
12					
Agent					
A lone scholar					
Situation					
...consider you taking the relic an act of war...					
Complication					

...and have a fake relic!						
13						
Agent						
Warlocks from distant lands						
Situation						
...are using the relic for some religious purpose, without knowing it's true nature...						
Complication						
...and are very forgetful.						
14						
Agent						
A Faceless Man assassin						
Situation						
...lost the relic amongst countless books in a disused library...						
Complication						
...and are fearful of assassins.						
15						
Agent						
A stubborn farmer, shepherd, or servant with a particular vice						
Situation						
...has the relic in their possession, but is now being ransomed by your enemies for an exorbitant sum of gold...						
Complication						

...and have hired a mercenary band for protection					
16					
Agent					
Cannibals of the remote islands					
Situation					
...sent the relic to you via wagon or ship, which has now gone missing...					
Complication					
...and won't give it to anyone but your Lord.					
17					
Agent					
Pirates or marauding bandits					
Situation					
...are terrified of stealing the haunted tomb or barrow where the relic lay buried...					
Complication					
...and are just incredibly drunk.					
18					
Agent					
The elusive Children of the Forest					
Situation					
...are trying, and failing, to open a sealed vault containing the relic...					
Complication					

...and are partial to those with Valyrian X Traits.					
19					
Agent					
The malevolent group intelligence of Weirwood trees					
Situation					
...are trying to fish the relic from the bottom of a raging river...					
Complication					
...and hate those with Valyrian X Traits.					
20					
Agent					
Half-fish half-man monsters, known as Squishers					
Situation					
...keep the knowledge of the relic within their hive-minded collective consciousness...					
Complication					
...and one of them has telepathically skinchanged into the relic.					